

Abstract

The systems and methods described herein relate in part to intuitive methods for
5 creation and design of lighting sequences, e.g., for theatrical, entertainment, or
advertising purposes, using a software interface. Additionally, the lighting sequences can
be coordinated with control of additional devices. Also described herein is a controller
capable of executing programs for lighting sequences and modifying the output and/or
execution of the program based on external signals. In this way, the final output can be
10 made responsive to external stimuli, or even interactive.

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